

Michael Kainz

Frontend Consultant

contact@pachari.de · pachari.de · github.com/Hydrair · [linkedin](#)

\$ experience

2025-03 → now	Frontend Consultant Scalable frontend components for enterprise applications, plus an AI-powered content editor from UX to implementation.
2022-06 → 2025-02	Frontend Developer @ Open-Xchange OX App Suite: mail, calendar, contacts, from Backbone.js to Vue.js. Plus Git management and tooling for developer productivity.
2021-10 → 2022-05	Working student @ Kommdirekt Master's thesis: a framework for progressive web apps based on a sales app.
2018-10 → 2019-05	Working student @ ingeneers CaR Bachelor's thesis: setting up and configuring a multicore processor for an infotainment system.

\$ education

2020 - 2022	M.Sc. Computer Science Augsburg University of Applied Sciences
2015 - 2019	Bachelor Electrical and Information Engineering TH Nuremberg. Soldering iron before browser.

\$ projects

TypeScript	foundryvtt/pf2e · <i>contributor</i> Pathfinder 2e system for Foundry VTT. My part: a bugfix for the Oracle (Curse of Ancestral Meddling).
TypeScript	Hydrair/loot-slot-machine Foundry VTT module: rolls on loot tables via a slot machine and drops the item straight into the inventory.
JavaScript	Hydrair/Fotobox Home-built photo booth for parties. On the roadmap: gallery, slideshow, download via QR code.
CSS	Hydrair/talis Jekyll site for my Pathfinder 2e campaign: travel system, lore and characters.

\$ stack

react · typescript · javascript · html/css · docker · ci/cd · testing · kubernetes · linux · python · c · c++
Learning next: vue, c#, security

\$ languages

German (native) · English (fluent) · Spanish (basic)